

The Department of Computer Science and Engineering

University of Nevada, Reno

cordially invites you to a Master's colloquium

# Scripted Artificially Intelligent Basic Online Tactical Simulation

A thesis submitted in partial fulfillment of the  
requirements for the degree of Master of Science  
with a major in Computer Science.

by

Jesse D. Phillips

**Abstract:** For many years introductory Computer Science courses have followed the same teaching paradigms. As these paradigms are run on simple console windows there is an area for an interactive way of seeing what code does. This thesis presents details of the idea, specification, design, and functionality of the Scripted Artificially Intelligent Basic Online Teaching Simulator, an interactive game that helps reinforce what is taught in class. Through reinforcement students script vehicles to fight each other in a three dimensional environment. In this environment users can play with other people and learning basic programming techniques along with Artificial Intelligence scripting. The users can navigate through the 3D world using a third-person camera or Blind Mode. This allows the user to use techniques learned in class and to observe what happens, resulting in immediate reinforcement of skills and concepts.

**1:00 pm, Tuesday, March 18, 2008**

Scrugham Engineering and Mines (SEM) room 201

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